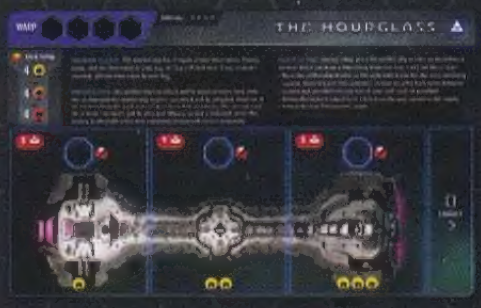
WARP'S EDGE ANOMALY

INTRODUCTION

Far from home. Deep in hostile territory. As pilot Taylor Minde, you're no longer a rookie, but you're up against new challenges and enemies. Your starfighter's overclocked warp drive is now creating anomalies, little tears in the fabric of spacetime that alter situations and require you to adapt on the fly. Can you use these anomalies to your advantage? Trust your instincts! The citizens of the Outer Rim are counting on you.

COMPONENTS

1 Starfighter Dashboard (double sided)



1 Mothership Dashboard (double sided)

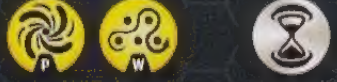
1 Anomaly Bag

1 Player Aid

6 Enemy Cards

6 Skill Cards

27 Challenge Cards



6 Power Tokens

9 Time Tokens

12 Anomaly Tokens

SETUP

The anomalies, new enemies, and new skills are **required**. All other expansion elements are **optional** and can even be used without this expansion in play. Follow the base game setup, with the following changes and additions:

Anomalies: Put the anomaly tokens into the anomaly bag. Shake the bag to mix them together. Set the bag near the token supply.

Enemies: Before you construct the enemy deck, shuffle the nine new enemy cards into their respective piles: level 1 (yellow), level 2 (orange), and level 3 (red).

Skills: Shuffle the six new skill cards into the skill deck.

Starfighters: Add the two new starfighters to the options available. If you select the Avenger TR or Relic MX, you will also need one of the two new types of power tokens, indicated by the loadout on its dashboard.

Motherships: Add the two new motherships to the options available. If you select the Hourglass, you will also need the time tokens.

Challenges: If you wish to include an optional challenge, shuffle the three challenge cards that match the mothership in play and select one at random.

ANOMALIES

Anomaly tokens represent your ship's newfound capacity to alter the fabric of spacetime. But tampering with cosmic realities has unforeseen consequences...

Once per turn, you may gain an anomaly token during Step 2 (Pilot Actions). If you choose to do so, draw a random token from the anomaly bag, then add it to your pool with the "A" side up. Gaining an anomaly token has no cost.

"A" Effects: When you gain an anomaly token and add it to your pool, you may resolve its "A" effect at any time during Step 2. Place it in your discard once resolved. You cannot store an anomaly token in the hold of your ship.

"B" Effects: If you draw an anomaly token from your bag during Step 4, add it to your pool with the "B" side up. When Step 2 of the next turn begins, you must resolve its "B" effect before taking any other actions. Place it in your discard once resolved.

At the end of each warp, put all anomaly tokens from your discard into your bag. This means that each anomaly token's positive "A" effect will only occur once, but its negative "B" effect will occur in each subsequent warp!

There are four types of anomaly tokens, each with different "A" effects and "B" effects. These tokens and their effects are listed on the back of this rulebook.

REWARDS

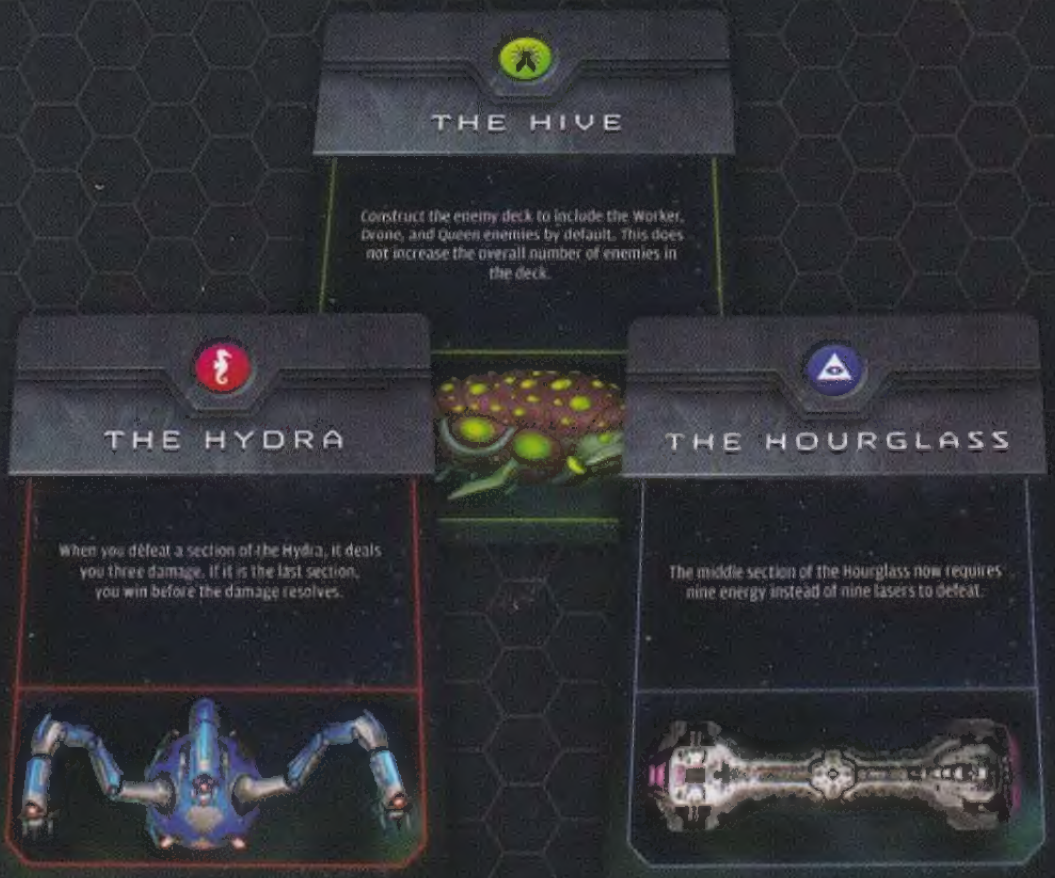
Gain one anomaly token and add it to your pool with the "A" side up. This does not count against the normal once-per-turn limit.

CHALLENGES

Challenge cards provide an optional way to increase the game's difficulty. Figured out how to defeat the motherships? Try adding a challenge card to see how you do! This expansion includes three challenge cards for every mothership released so far.

During setup, after you select a mothership, shuffle the three matching challenge cards and select one at random. Place the selected challenge card face up next to the mothership. Each challenge card introduces a new rule or ability for the mothership.

If you would like to increase the difficulty even further, try adding more than one challenge card! Can you defeat a mothership with all three of its challenge cards in play? (Warning: This is extremely difficult, even for the Force's most skilled pilots.)


THE HIVE
Construct the enemy deck to include the Worker, Drone, and Queen enemies by default. This does not increase the overall number of enemies in the deck.
THE HYDRA
When you defeat a section of the Hydra, it deals you three damage. If it is the last section, you win before the damage resolves.
THE HOURGLASS
The middle section of the Hourglass now requires nine energy instead of nine lasers to defeat.

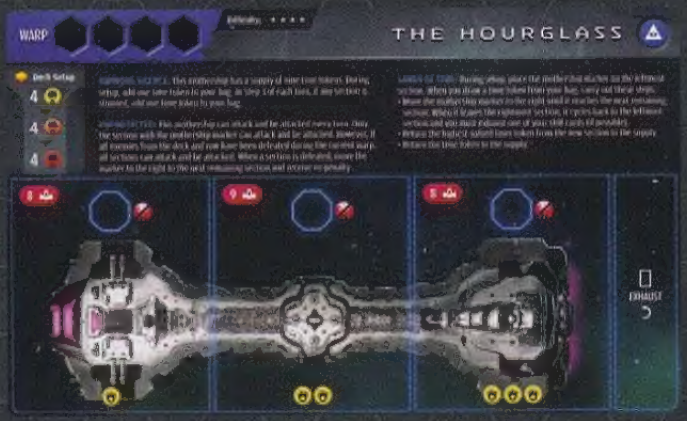
Class: *Avenger* | **Model:** *TR*

The Avenger TR is a repurposed Talosian ship with an advanced three-stage shielding system. Human engineers were able to return the agile ship to working order, but the shielding mechanism deteriorates over time as damage is taken.

Class: *Relic* | **Model:** *MX*

The Relic MX is a classic starship design from the old wars and a precursor to the later Artemis SI. With a beefy pulse-drive engine and modern quality-of-life improvements, this dependable machine is a favorite among the fleet's veteran pilots.

MOTHERSHIPS



Name: *The Hourglass*	**Species:** Gaard	**Difficulty** ★★★★

The Hourglass, a rotating dreadnought-class ship, is the jewel of the Gaard fleet. As many who have faced this mothership in battle testify, it seems to grow in strength with each attack against it, utilizing the power of time itself to fuel its brutal attacks.

Name: *The Decay*	**Species:** Talos	**Difficulty** ★★★★★

The Decay has suffered terminal damage and is spewing plasmic antimatter, causing systems to malfunction and deteriorate at alarming speeds. With no hope of survival, this doomed Talosian mothership is leaving destruction and mayhem in its wake.

CREDITS

Game Designer: Scott Almes
Developer: T.C. Petty III
Senior Producer of Board & Card Games: Dan Bojanowski
Associate Producer of Board & Card Games: Jimmy Le
Senior Creative Lead of Board & Card Games: Anita Osburn
Illustrator: Tyler Johnson
Graphic Designer: Cold Castle Studios
Editor: Dustin Schwartz
Production Artist: Noelle Lopez

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For additional information or support, please visit us online:
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